



WHIMSICAL WONDERS



HOME BREW

A COLLECTION OF MAGICAL ITEMS FOR DUNGEONS & DRAGONS 5E

CAIO MOURIZ

BOOKS



CAIO MOURIZ

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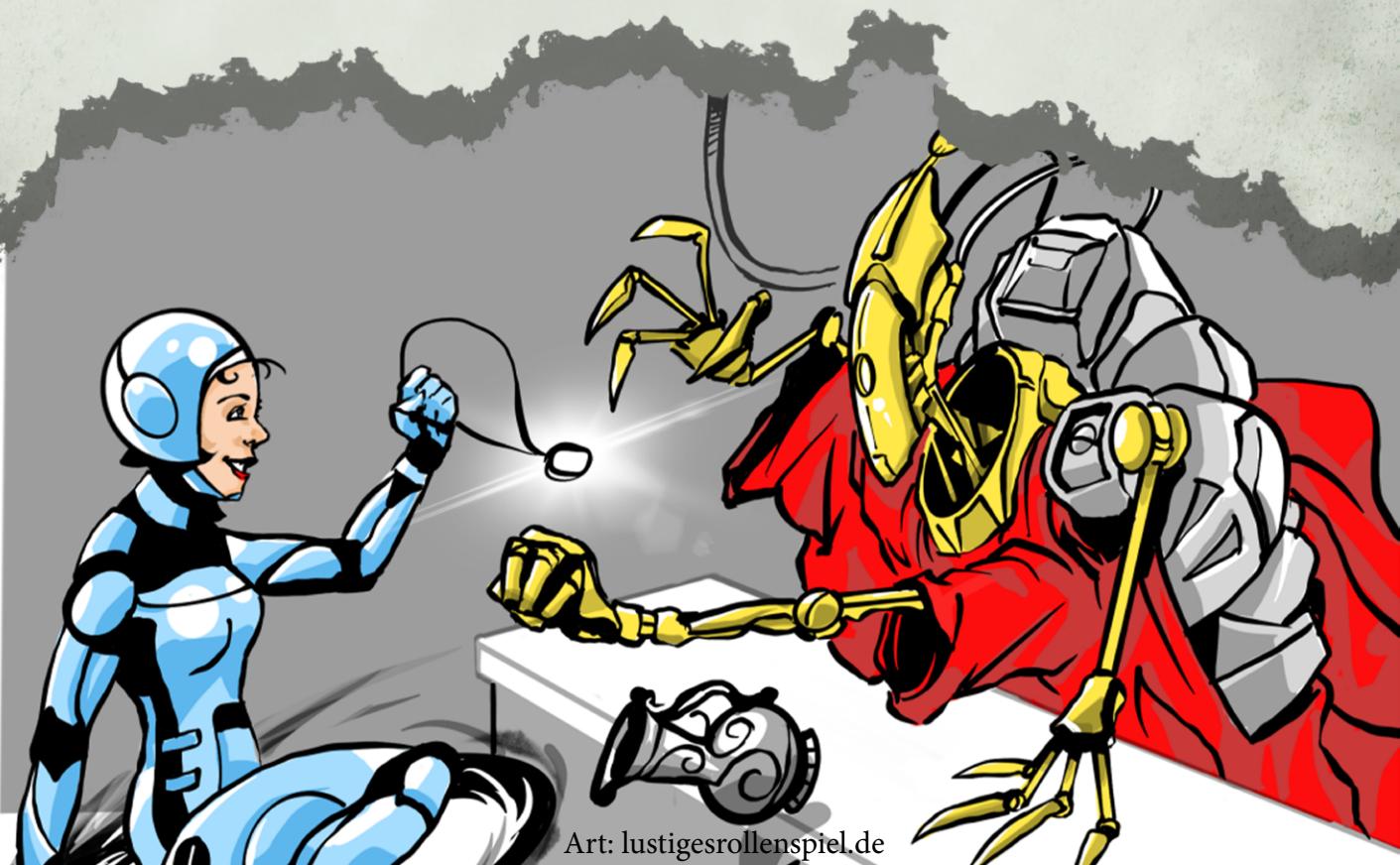
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WHIMSICAL WONDERS



Welcome to "Whimsical Wonders: A Collection of Magical Items for Dungeons & Dragons 5e"!

In this delightful supplement, you'll discover a curated selection of magical items that will add a touch of whimsy and laughter to your D&D campaigns. From the Poker of Darkness to Umbridge's Cursed Pen, these items range from the utterly absurd to the surprisingly practical.

But don't let their comedic nature fool you! Among these whimsical treasures lie hidden gems that can turn the tide of battle or unlock new avenues of creativity for your players. Whether it's Graham Bell's Ring of Communication or the Arcane Tome of Knowledge, these items offer both amusement and utility, providing countless opportunities for inventive roleplay and memorable encounters.

As the author of this supplement, I've had the pleasure of using many of these items in my own D&D campaigns, and I can attest to the joy and excitement they bring to the table. From the laughter that erupts when a character wields an Itchy Wand to the strategic opportunities presented by the Soul Removal Amulet, each item in this collection has been carefully crafted to enhance your gaming experience.

So gather your party, roll for initiative, and prepare to embark on a whimsical adventure filled with laughter, surprises, and magical wonders!

WHAT YOU WILL FIND HERE?

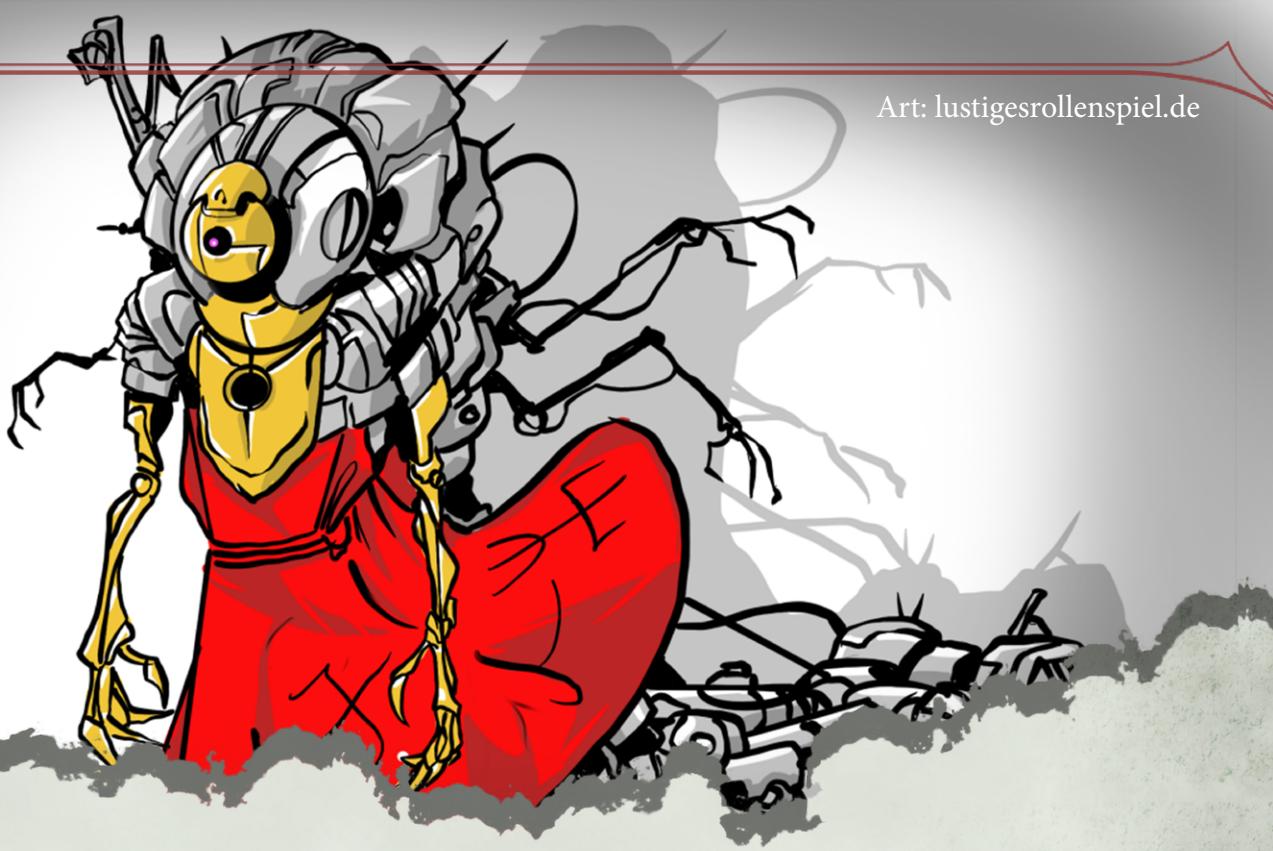
Within the pages of this delightful supplement, you'll embark on a journey through a realm of whimsy and enchantment, encountering an eclectic array of magical treasures to enrich your tabletop adventures.

But that's not all - nestled within the enchanting pages of this tome is an enigmatic NPC known only as "The Salesman." Crafted entirely from metal and powered by steam, this mysterious figure roams the lands, offering these fantastical items to ad-

venturers brave enough to seek them out. With his mechanical grace and enigmatic charm, The Salesman adds a touch of intrigue and curiosity to your campaign, weaving tales of wonder and whimsy wherever he goes.

As you delve deeper into the supplement, you'll uncover a treasure trove of magical items, each with its own unique quirks and abilities. From the mischievous Poker of Darkness to the powerful Dragon Guardian Ring, these items offer endless opportunities for creative storytelling and memorable encounters. Whether you're seeking comedic relief or powerful artifacts to aid in your quests, "Whimsical Wonders" has something for everyone.

So gather your party, prepare your spells, and embark on an adventure like no other. With "Whimsical Wonders" by your side, the possibilities are endless, and the laughter is guaranteed.



THE SALESMAN

While “Whimsical Wonders” introduces the enigmatic figure of The Salesman as a unique narrative element, Dungeon Masters are by no means obligated to incorporate him into their campaigns. The magic items presented in this book can seamlessly integrate into any campaign setting, whether the DM chooses to introduce them through The Salesman or through other means. Feel free to scatter these treasures throughout your world, placing them in the hands of eccentric merchants, hidden within ancient ruins, or guarded by formidable monsters. After all, the essence of tabletop roleplaying lies in the freedom to improvise and adapt the elements that best suit your campaign and storytelling style.

Remember, the heart of tabletop roleplaying is creativity and flexibility. As a Dungeon Master, you have the power to shape your world as you see fit, and “Whimsical Wonders” is here to provide you with a diverse array of magical treasures to enrich your players’ experiences. Whether you choose to weave these items into the narrative as part of The Salesman’s mysterious offerings or scatter them across your world as hidden treasures waiting to be discovered, the choice is yours. So embrace the spirit of improvisation, tailor the items to suit your campaign’s needs, and watch as your players embark on thrilling adventures filled with laughter, wonder, and excitement.

MAGIC ITEMS

The items are arranged alphabetically in this book for ease of navigation.

ARCANE TOME OF KNOWLEDGE

Wonderous Item, Very Rare (requires attunement)

This enchanted tome is an unparalleled source of arcane wisdom, granting the user instant insights into the mysteries of magic. Known as the Arcane Tome of Knowledge, it is an essential resource for scholars and practitioners of magic seeking to deepen their understanding of the secrets of the arcane.

Description

The Arcane Tome of Knowledge is bound in sturdy leather and adorned with ancient runes that glow with mystical light. Its pages, covered in intricate text, contain a vast reservoir of arcane knowledge, waiting to be unraveled by those who possess the wisdom to understand it.

By touching the pages of the Arcane Tome of Knowledge, the user is instantly imbued with insights and understanding about any magical subject they wish to investigate. Whether to comprehend the principles behind a complex spell, decipher the secrets of a magical artifact, or study the writings of ancient grimoires, the tome grants instant knowledge about the subject at hand. It grants a +2 bonus on the next Arcana check the user makes. This ability can only be used once every 24 hours.

Price

6000 gp

Art: Daniel F. Walthall



Arcane Tome of Knowledge

blend with the very air around it. When worn, the amulet adjusts to the wearer's contours, emitting a subtle glow that fades as invisibility takes hold.

Ability

Upon activating the Camouflage Amulet, the wearer becomes invisible while remaining still. This ability allows the bearer to blend completely with their surroundings, becoming virtually undetectable to others' eyes. However, any voluntary movement or action will break the invisibility, revealing their presence. Detect Magic indicates the wearer's presence.

Price

500 gp

Art: Caio Mouriz



Camouflage Amulet

CAMOUFLAGE AMULET

Wonderous Item, Rare (requires attunement)

This delicately carved amulet emanates an aura of concealment and mystery. Known as the Camouflage Amulet, it grants the wearer the ability to seamlessly blend into the environment, becoming invisible to the eyes of observers while remaining still.

Description

The Camouflage Amulet is an enchanted work of art, adorned with intricate symbols that seem to

CANINE TALKING RING

Ring, Uncommon

The Canine Talk Ring is a peculiar adornment that grants the wearer the ability to understand the language of dogs, but does not offer the same benefit to our canine friends.

Description

This ring has a simple design, usually made of metal with a small gem embedded in its surface.

When worn, the Canine Talk Ring allows the wearer to understand and interpret the barks, growls, and whines of dogs as if they were spoken words in a known language, but in a rudimentary manner. However, dogs do not have the same ability to understand the wearer's speech, remaining unaware of any attempts at communication.

Price

100 gp

Art: Freepik



Canine Talking Ring

CURSED GAUNTLET OF THE RED SHADOW

Wonderous Item, Very Rare

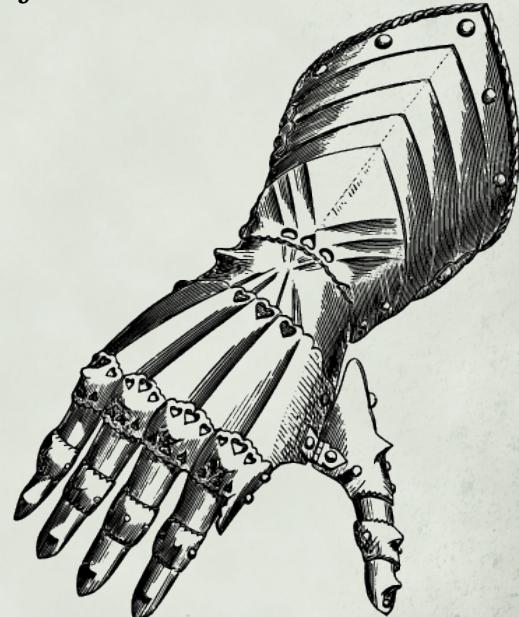
A black gauntlet with red details. Once worn, it cannot be removed by any common or magical means. In the first few days, nothing happens; it appears to be just an ordinary gauntlet. However, on the fifth day, the wearer of the gauntlet begins to hear a voice in their head. First, the voice will assist the gauntlet bearer, saying "behind" or "right" when there is an attack towards the bearer. Then, the Red Shadow teaches its first ability, the creation of its spectral weapon.

Red Shadow's Spectral Weapon

The spectral weapon can be any weapon, even if the host is not proficient. It gains +3 to attack and deals the same damage as the original weapon, but you add your spellcasting modifier* and proficiency bonus to the damage. Additionally, the target hit by the spectral weapon must make a Strength saving throw (DC 15). On a failed save, the target is pushed back 10 feet. If it enters another creature's space, it provokes an opportunity attack.

In the meantime, the Red Shadow will gradually try to influence the mind of its bearer, speaking

Art: GDJ



Cursed Gauntlet of the Red Shadow

false truths and always seeking to make the bearer stay on its side. Eventually, the presence of the Red Shadow becomes so great that it can see and hear everything the bearer sees and hears, able to comment in real-time, but only the bearer can hear it. *If you are not a caster, you may add your strength or dexterity modifier at your choice.

Afterward, the Red Shadow teaches another unique ability to its bearer.

Flying Skull

2nd-level Necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

This spell creates a skull shrouded in negative energy. When it hits the target, it deals $2D8+4$ points of necrotic damage and dissipates with a horrifying sound, leaving the target and all enemies within a 10-foot radius of it frightened (already frightened creatures are stunned for 1D4 rounds). Succeeding on a Wisdom saving throw avoids the condition (other creatures in the area also have the right to make a saving throw to avoid the condition).

At Higher Levels: When you cast this spell using a 3rd-level spell slot or higher, you can affect one additional creature and deal an extra 1D8 damage for each level above 2nd.

At this point, the Red Shadow is becoming exceedingly powerful. When the bearer becomes angry, the voice heard by others will be a mix of theirs and the Red Shadow's. At this juncture, a player with any alignment other than chaotic neutral or chaotic evil must make a Wisdom saving throw DC 25 once per day or always after using the gauntlet's abilities. If they fail, their alignment shifts to chaotic, and they begin to distrust everyone around them, who by this point should fear their power.

It's from this point onward that the Red Shadow can take control of the bearer's body if they do something the Shadow deems dangerous to itself or both of them, if the bearer becomes too angry, or if the bearer even allows it. The bearer must make a Charisma saving throw (DC 20) whenever the Red Shadow attempts to take control. If the character loses control of their actions and is overtaken by the power of the Red Shadow, the gauntlet expands

and covers their entire body, forming a black armor with red details. In this scenario, the player loses awareness and control of their actions and will attack whoever the Red Shadow deems most dangerous. In this case as well, the armor's base AC is $18 +$ the bearer's Dexterity modifier and it has resistance to magic and slashing damage.

If the Red Shadow becomes too powerful (i.e., if it can already take full control of the bearer's body), in case of emergency, it can detach from the bearer, creating a temporary body with the empty armor. If it does so, it will attempt to move away from danger as much as possible until it can regain its strength.

To safely remove the Gauntlet

1. Using the Wish spell: This powerful spell can undo the effects of the curse and safely remove the gauntlet from the bearer's arm.

2. Engaging in Mental Combat with the Red Shadow: The bearer can enter into a mental battle with the Red Shadow inhabiting the gauntlet. If successful, the gauntlet will detach from the arm and fall to the ground. However, if the bearer is defeated, the Red Shadow will take control of the body and attack those nearby. The player can attempt mental combat again after twenty-four in-game hours to regain control and confront the Red Shadow.

3. Making a Pact with a Deity (assuming multiclassing with Warlock): By forging a pact with a powerful deity, the bearer may gain the strength and knowledge necessary to break the curse and remove the gauntlet safely.

DRAGON GUARDIAN RING

Ring, Rare (requires attunement)

This elegant ring features a unique design that evokes the image of a majestic dragon delicately coiled around the wearer's finger. Known as the Dragon Guardian Ring, it grants exceptional magical protection against the darkest arcane powers.

Description

The Dragon Guardian Ring is a masterpiece of magical craftsmanship, with its band of precious metal intricately carved with details depicting the distinctive features of a legendary dragon. Upon

wearing this ring, the user feels a protective aura enveloping their finger, emanating a sense of security and confidence.

Ability

This ring has the unique ability to absorb up to 90 points of magical damage, originating from arcane and supernatural sources. Whether it's the blazing fire of a sorcerer or the icy necrotic magic of a lich, the Dragon Guardian Ring offers an impenetrable defense against such attacks. Once it absorbs the maximum amount of damage, the ring disintegrates, dissolving into sparks of magical energy.

FORGETFULNESS POTION

Poriton, Rare

The Forgetfulness Potion is a delicate and enigmatic artifact that offers brief relief from disturbing memories.

Description

This small vial is made of translucent crystal, with a cork stopper perfectly fitted in its opening. Inside, a magical potion of yellow color rests, emitting a soft bluish light. Its simple appearance belies its powerful effect.

Ability

When ingested, the potion within the Forgetfulness Flask allows the consumer to temporarily forget a specific memory of their choice. The memory fades away for a period of time determined by the user's Intelligence modifier, measured in hours. During this time, the memory is suppressed.

After the time period elapses, the memory returns to the individual's consciousness, without any permanent alteration.

Price

2000 gp

GRAHAM BELL'S RING OF COMMUNICATION

Ring, Common (requires attunement)

This modest silver ring appears ordinary at first glance, but it harbors a hidden power that makes it an intriguing communication tool. This item has the ability to transmit messages in a mysterious

Art: Caio Mouriz/
AI17



Dragon Guardian Ring

Art: Daniel F. Walthall



Forgetfulness Potion

Art: Freepik



Graham Bell's Ring of Communication

and unpredictable manner.

Operation

When a person uses the ring to send a message, the message is magically transmitted to a random individual within a 13ft radius. This person becomes the involuntary recipient of the message and, upon receiving it, is able to send a response back, which will be heard by the original sender. The random nature of the transmission means there is no control over who will receive the message. It could be a close friend, a stranger, or even an animal. Furthermore, since the response is based on the recipient's first thought, common responses are often confusing, such as "Uh?" or "Oh my God!", especially if the recipient is not familiar with the concept of magical messages.

Price

120 gp

HEILIG BOGEN

Wonderous Item, Rare (requires attunement)

The Heilig Bogen is a magical pendant that attaches to the user's wrist, revealing itself as a surprising weapon capable of conjuring arrows made of pure energy.

Description

This pendant, seemingly simple at first glance, reveals its true nature when activated. Made of an unknown material and adorned with arcane symbols, it emanates an aura of power that cannot be ignored. When activated, it pulses with a blue energy that extends to form a long bow made of luminous energy.

Ability

With a free action, the bearer of the Heilig Bogen can activate the pendant, causing a bow of blue energy to appear in their hand. This bow does not require the use of conventional arrows, as the arrows are conjured from pure energy as the bow is drawn. The arrows fired by this bow have the same effectiveness as conventional arrows and are capable of inflicting damage as if they were made of solid material, causing 1d8 damage.

Licht Regen

Once per long rest, the bearer of the Heilig Bogen

can employ its special ability, known as Licht Regen. When using this ability, a storm of arrows is summoned, hitting a 30 ft wide cone from the user. The arrows are magically accurate and deal damage to targets within the affected area. Everyone within the Licht Regen area must make a Dexterity saving throw with a DC equal to $10 + \text{user's DEX modifier}$. If they fail, they take $10d8$ damage; if they succeed, they take half of that damage.

Price

6000 gp

INKWELL OF ENDLESS WRITING

Wonderous Item, Uncommon

This graceful quill is a truly exceptional writing tool, infused with magical powers that transcend the limits of ink and paper. Known as the Inkwell of Endless Writing, it never runs out of ink and automatically records the words dictated by the user, whether to create a letter, a personal diary, or even transcribe an arcane spell.

Description

The Inkwell of Endless Writing is a delicate piece of craftsmanship, with a sharp tip that glides smoothly over any surface. Its feather, made of an unknown material, seems to emit a soft glow when in use, indicating the presence of magic at its core.

Ability

When held and activated by the user, the Inkwell of Endless Writing never runs out of ink, regardless of the number of words written. Additionally, it has the ability to automatically write anything dictated by the user in their mind. Whether a simple message, a detailed narrative, or even the formulation of a complex spell, the quill transcribes the words in impeccable calligraphy.

Despite its undeniable utility, the Inkwell of Endless Writing is not without limitations. It can only record what is dictated by the user and lacks its own consciousness to discern nuances or correct errors. Additionally, the quill lacks comprehension power, so any command or speech that is not clear or specific may result in inaccurate or confusing writing.

Price

60 gp

Heilig Bogen
Art: Caio Mouriz



Art: Caio Mouriz
Lucky Amulet



Inkwell of
Endless Writing
Art: Rawpixel



Itchy Wand
Art: pikisuperstar

ITCHY WAND

Wand, Uncommon (requires attunement)

The Itchy Wand is a magical artifact that, instead of casting powerful spells, only provokes an uncomfortable itching sensation in its user.

Description

This wand is made of common wood and bears no special details in its appearance. Its simple and unassuming exterior doesn't reveal its true nature until activated.

Comic Ability

When activated, the Itchy Wand emits a small magical discharge that causes a mild itching sensation on the user's skin. This sensation is not harmful or painful but can be extremely irritating, especially if prolonged for too long.

The Itchy Wand is often used as a joke among friends or as an entertainment tool at parties and social events. Its harmless and amusing effect makes it a popular addition to magic tricks and comedic performances.

Price
50 gp

LUCKY AMULET

Wonderous Item, Rare (requires attunement)

This enchanted amulet is adorned with symbols of good fortune and is capable of influencing destiny at crucial moments. Known as the Lucky Amulet, it allows the user to manipulate the course of fate

once per long rest.

Description

The Lucky Amulet is a finely crafted piece of jewelry, adorned with shimmering gems that capture light in a dazzling manner. Its intricate design suggests a magical origin, while its comforting weight conveys a sense of confidence to the wearer.

Once per long rest, the bearer of the Lucky Amulet can invoke its power and choose to roll a die again, regardless of its type. After rerolling the die, the user can choose to either keep the original result or replace it with the new one. This ability can be used to influence the outcomes of skill checks, attacks, saving throws, or any other dice roll.

Price

5000 gp

MIRROR OF RANDOM REFLECTION

Wonderous Item, Common

The Mirror of Random Reflection is an intriguing artifact that, when used, reflects not the image of the observer but that of a random person who is looking at a mirror somewhere in the world.

Description

This mirror appears to be an ordinary piece at first glance, with a simple frame and no distinctive details. Its reflective surface is flawless, and its compact size makes it perfect for easy transport. When someone looks into the Mirror of Random Reflection, instead of seeing their own image reflected, it shows the image of a random person somewhere in the world who is looking at a mirror

at that moment. The reflected person can be of any race, age, or gender, and the scenery around them may vary.

This mirror only shows people who are on the same plane of existence.

Price

100 gp

PAIR OF MIMIC GLOVES

Wonderous Item, Uncommon

These curious gloves, a strangely complementary pair, exude an air of mystery and unease. One is as white as fresh snow, while the other is as dark as the night. Upon donning these gloves, you immediately feel a strange sensation, as if your hands are being guided by their own will.

Description

The Pair of Mimic Gloves is a magical artifact that drastically alters the way its user communicates. When wearing the gloves, you lose the ability to speak normally. Instead, any attempt to speak is replaced by exaggerated gestures and theatrical miming.

Curse

The curse of these gloves is that they cling to the wearer, refusing to be removed by normal means. Even if you try to take them off, they will remain firmly planted on your hands. Only a removal or dispel magic spell can free you from these mysterious gloves.

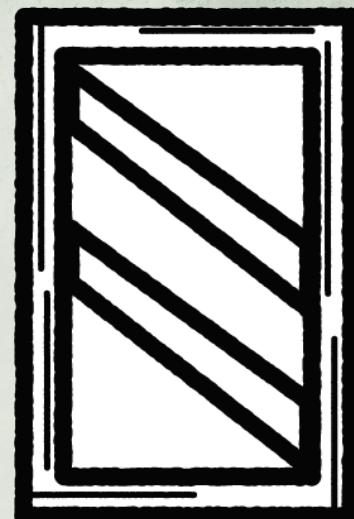
Additional Effects

In addition to their main curse, the Mimic Gloves have another peculiar effect. When worn, they grant the user a +2 bonus on Performance checks related to nonverbal communication, such as mime and gestures.

Price

340 gp

Art: Caio Mouriz



Mirror of Random Reflection

Art: Freepik



Pair of Mimic Gloves

Art: Caio Mouriz



Poker of Darkness

POKER OF DARKNESS

Wonderous Item, Legendary

This set of poker cards is made of a shiny black material, with strange symbols carved on each of them. As you hold the cards, you feel a sinister energy pulsating through them.

Description

The Poker of Darkness is a supernatural poker game where players can bet their own attributes. Each set of cards contains the essence of an ancient magical pact, allowing those who play to use the powers contained in the cards to alter their own abilities.

How to Use

To start playing, players must be willing to bet their own attributes. Each player receives a number of chips equal to their summed attribute modifiers, represented by the Chips listed below:

25 Chips: 1 Point;
100 Chips: 2 Points;
500 Chips: 3 Points;
1k Chips: 4 Points;
5k Chips: 5 Points.

The game is played in Texas Hold'em style. Players can bet their attribute points during the betting rounds. If a player wins the game, the number bet will be added to the corresponding attribute, your attribute can be over 20 with this method. If they lose, the points will be subtracted from the attribute bet.

Curse Consequences

The Poker of Darkness is a double-edged weapon. While it offers the opportunity to increase your attributes beyond the normal limit, it also comes with significant risk. If a player zeroes their Constitution during the game, they will die instantly, consumed by the curse of the cards.

Furthermore, once someone starts playing the Poker of Darkness, the curse becomes part of their existence. Even if they try to get rid of the card set, it will always find its way back to them, as if bound to their soul.

This item can't be bought. Only found.

PORTABLE DETAINMENT ARMOR

Wonderous Item, Very Rare

The Portable Detainment Armor is a clever device capable of temporarily confining a target in a strange armor.

Description

This small cube, fitting between one's fingers, appears to be just a common metal artifact at first glance. However, its true nature is revealed when activated by the correct command word.

Ability

With a standard action and the proclamation of the activation word "Behave", the user can throw the cube at a target. If the target fails a Dexterity Saving Throw DC 17, they are enveloped by a strange armor that unfolds from the cube and locks around them.

The strange armor immobilizes the target completely, rendering them on their knees with their arms behind their back and a metal plate covering their mouth. The target remains completely restrained until they manage to free themselves.

Release

To break free, the target must make a Strength check DC 20. If successful, the armor dissolves and returns to the form of a cube, falling to the ground and allowing the target to regain their freedom.

Price

8000 gp

SCRYING ORB

Wonderous Item, Rare (requires attunement)

This translucent crystal orb is a powerful divination tool, capable of allowing the user to glimpse distant events in time and space. Known as the Scrying Orb, it operates similarly to the Scrying spell, but with some usage restrictions.

Description

The Scrying Orb is a polished crystal sphere, with intricate patterns that seem to shift and change when observed up close. Its surface reflects light in a mesmerizing manner, giving the viewer the sensa-

tion of peering into a distant and mysterious world. When activated, the Scrying Orb allows the user to visualize a specific person using the same parameters described in the 5th-level Scrying spell. Within the orb, the images initially appear blurry and indistinct, as if seen through a haze. Over time, these images become clearer and more defined, allowing the user to observe the events surrounding the chosen person with greater precision.

Recharging the Orb

After using the orb's two daily charges, it needs to be recharged to regain its ability to function again. This recharging process can be performed during a long rest.

Price

7500 gp

SLIPPERY STRIDE BOOTS

Wonderous Item, Uncommon

The Slippery Stride Boots are a peculiar artifact that, instead of facilitating the user's movement, make it a challenging and potentially dangerous task.

Description

These boots, at first glance, appear to be a common pair of travel footwear, made of sturdy leather reinforced to withstand long walks.

Cursed Ability

Upon wearing the Slippery Stride Boots, the user becomes prone to slipping on smooth and slippery surfaces. From now on, all terrain is considered Difficult Terrain for them.

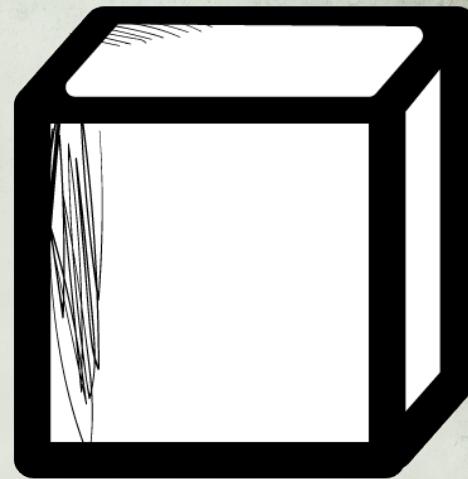
Curse Removal

To remove the curse from the Slippery Stride Boots, the user must seek the help of a powerful spellcaster capable of casting the Remove Curse spell. Then, they may remove the boots.

Price

150 gp

Art: Caio Mouriz



Portable Detainment Armor



Art: pikisuperstar



Art: Freepik

Slippery Stride Boots



Soul Removal Amulet

SOUL REMOVAL AMULET

Wonderous Item, Legendary (requires attunement)

The Soul Removal Amulet is a mystical relic shrouded in dark secrets and dangerous possibilities. This five-pointed wooden amulet with a skull carved in the center possesses the unique power to separate the wearer's soul from their body, allowing them to explore the vast and enigmatic Astral Plane.

Description

This sinister amulet exudes an aura of ancient and dark magic. Its macabre appearance and the engraving of a skull add a sense of dread to its wearer. A mystical chain emerges from the wearer's chest when the amulet is activated, connecting their soul to the body in a tenuous and fragile manner.

By touching the amulet to their heart, the user can separate their soul from their body, manifesting in the enigmatic Astral Plane. The user gets their soul separated from their body, but a strong long chain that allows them to move freely keeps them connected. There, they can interact with ethereal creatures and spirits while remaining disconnected from the physical world. However, they are unable to interact with objects or creatures from the Physical Plane except through spells and abilities that affect both planes.

If the character suffers enough damage to reduce



Sparrow's Compass



Steve's Magical Pickaxe

their hit points to zero, the soul is forcibly pulled by the chain, reconnecting it to the body and bringing them back to the Physical Plane with zero hit points.

If the chain takes damage and breaks, the character dies immediately, without the chance of death saving throws. The chain has an AC of 21 and 50 HP. If the character is able to cast spells, they are still able to do so within the Astral Plane.

Price

10000 gp

SPARROW'S COMPASS

Wonderous Item, Rare (requires attunement)

Sparrow's Compass is a discreet and enigmatic artifact that hides its magical nature beneath a common appearance, deceiving the eyes of the unwary.

Description

This seemingly ordinary compass features a black box adorned with white details along the edges, giving it a simple and elegant appearance. When opened, it reveals a surprisingly sober interior: a black and white pointer oscillating over a white background, with cardinal points marked in a circle.

Despite its mundane appearance, the true nature of Sparrow's Compass is revealed when in action. When handled, the compass will spin the pointer

wildly from side to side until it stops pointing towards what its bearer desires most, even if they don't yet know what it is. This desire can be a specific location, a personal goal, or anything else the bearer's heart longs for.

Magical Description

Nothing in the compass gives it away as a magical artifact until it is seen in action or detected by magic. It emits no glow or perceptible magical aura at first sight, making it a secret tool for those who know how to use it. When attuned, the compass will spin until it stops pointing in a direction corresponding to something the character desires deeply. However, any change in the character's mood will cause the compass to change its direction to fulfill what they most want at that moment.

Price

1000 gp

STEVE'S MAGICAL PICKAXE

Wonderous Item, Very rare (requires attunement)

This enchanted pickaxe, with its bluish hue and sturdy wooden handle, is an essential tool for explorers and miners seeking to delve into the underground in search of riches. Known as Steve's Magical Pickaxe, it boasts incredible abilities that facilitate excavation and the collection of precious resources.

Description

Steve's Magical Pickaxe has a simple appearance, but its true power lies in its magical enchantment. The bluish blade glows with an aura of magic, while the wooden handle provides a comfortable and firm grip.

Abilities

This pickaxe is capable of digging a 13x13 foot area of any material per turn. Whether it's soil, rock, ore, or any other substance, Steve's Magical Pickaxe cuts through them with magical ease, facilitating excavation and cave exploration.

Furthermore, if there are any precious stones in the way, such as diamonds, rubies, or emeralds, they are automatically detected and dislodged by the pickaxe, ready to be collected by the user.

Usage

To use Steve's Magical Pickaxe, simply grip it firmly and direct it to the area you wish to dig. With a simple motion, the pickaxe will cut through the soil or rock, creating a 13x13 foot space that can be explored by the user.

Price

10000 gp

THUNDER VOICE NECKLACE

Wonderous Item, Common

This imposing necklace, adorned with ancient runes and studded with shimmering stones, possesses an impressive power that transforms the wearer's voice into a deafening thunder, capable of echoing for miles.

Description

The Thunder Voice Necklace is a magical jewelry piece of majestic appearance. Its gleaming chain holds an elaborate pendant, usually carved with symbols of storm and thunder.

Operation

Once the necklace is placed around the neck, its wearer can no longer control the volume of their voice. Every word spoken resonates like a booming thunder, shaking the air and echoing across the landscape for miles around.

Removing the Necklace

The Thunder Voice Necklace can only be removed through magic. A curse removal spell or a dispel magic spell can undo the enchantment that binds the necklace to its wearer. Without such magical intervention, the necklace will remain firmly attached to the wearer's neck, turning every word into a deafening roar.

Price

100 gp

TIDE RING

Ring, Uncommon (requires attunement)

Description

This silver ring has a small blue sapphire embedded in it. While wearing the ring, you gain the

ability to breathe underwater and to move through water as if you were moving through air. Additionally, once per day, you can cast the “Water Walk” spell as a bonus action.

Price

100 gp

TRUTH LANTERN

Wonderous Item, Rare (requires attunement)

This peculiar lantern emits a special light that unveils hidden secrets and deceptive illusions. Known as the Truth Lantern, it is an essential tool for those seeking to unmask disguised creatures or dispel magical illusions.

Description

The Truth Lantern is an elegant construction, with a polished metal body and a clear crystal lens that emits a pure white light. Its simple design conceals its magical power, making it both a practical tool and a charming adornment.

When the Truth Lantern is lit, it emits a special light that reveals the true form of creatures attempting to disguise or conceal themselves through magical illusions. The lantern's penetrating light dissipates any camouflage or illusions, revealing the true nature of hidden creatures or objects.

Price

500 gp

UMBRIIDGE'S CURSED PEN

Wonderous Item, Rare

This seemingly ordinary pen hides a dark secret that makes it a feared tool by many. Known as Umbridge's Cursed Pen, it is a source of pain and torment for those who inadvertently use it.

Description

Umbridge's Cursed Pen appears to be an ordinary pen at first glance, with a simple body and a sharp tip. However, its sinister power manifests when the ink touches a surface.

Curse

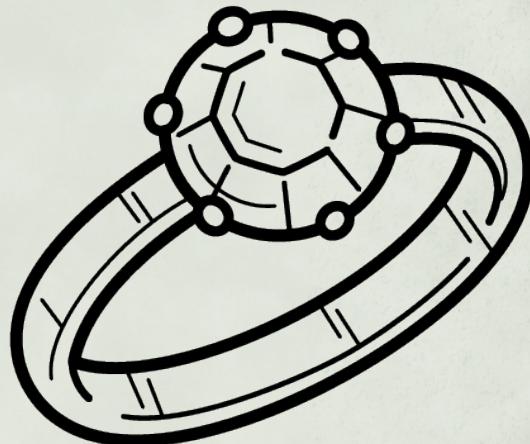
When someone uses this pen to write, anything that is written also appears on the arm of the person

Art: Caio Mouriz



Thunder Voice Necklace

Art: Freepik



Tide Ring

Art: Freepik



Truth Lantern

holding the pen. The text is reproduced exactly as it was written, and the material of the surface does not matter - paper, wall, stone, anything will serve as a canvas for the curse to manifest.

Additionally, each word written causes 1 point of damage to the user. This damage is cumulative and increases with each word written.

Delay in Text Appearance

A particularly cruel feature of this curse is the delay in the appearance of the text on the user's arm. The text begins to appear as the writing is completed, meaning the person will not feel the pain immediately, but gradually as the text is written.

For example, the text "Hello, how are you?" would begin to appear on the user's arm when the pen finished writing the question mark.

Price

1500 gp

Art: Harryarts



Umbridge's Cursed Pen

A QUICK THANKS

I wanted to take a moment to express my deepest gratitude for your support and interest in my Dungeons & Dragons supplements and adventures.

Your decision to download and explore these supplements means a great deal to me. Crafting immersive and exciting content for fellow adventurers like you is a passion of mine, and knowing that you've found value in my work is incredibly rewarding.

Creating these supplements has been a labor of love, and seeing them in the hands of passionate players like yourself is truly fulfilling. Your support motivates me to continue developing and sharing new content for the D&D community.

If you have any feedback, suggestions, or questions about either supplement, please don't hesitate to reach out. Your insights are invaluable as I strive to improve and expand upon my creations.

Once again, thank you from the bottom of my heart for your support. May your adventures be filled with excitement, danger, and, most importantly, unforgettable memories!

If you enjoyed this adventure, consider downloading my other books "Goblins & Beavers", "Glyphs and Runes - Enchantment Evolved" and "Maledictus Sanguine - Bloodmancy Spell School".

Thank You so Much!



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